

ALTERNATE ARTIFICER: EXPANDED

HOME BREW



A Multitude of Additional Options for the Alternate Artificer

ADDITIONAL INFUSIONS

The Infusions below are available to the Alternate Artificer along with those presented with the base class. If an Infusion has a prerequisite, like your artificer level, you can learn it at the same time that you meet the prerequisite. Your Infusions use your artificer spellcasting ability and spell save DC.

ADJUSTABLE TOOL SET

Item: a set of artisan's tools (requires attunement)

The wielder is considered proficient with this magical set of tools, and as an action, they can transform this set of tools into another set of artisan's tools of their choice.

ENHANCED INSTRUMENT

Item: a musical instrument (requires attunement)

The wielder is proficient with this magic instrument and can use it as a spellcasting focus. Whenever they make an ability check using this instrument, they gain a bonus to the roll equal to your Intelligence modifier (minimum of +1).

At 9th level this magic instrument grants a +1 bonus to spell attack rolls. This bonus increases to +2 at 15th level.

ENHANCED TOOL SET

Item: a set of tools

These magical tools grant the user a +1 bonus to any ability check they make that uses this tool set.

This bonus increases at 9th level (+2) and 15th level (+3).

RING OF PROFICIENCY

Item: A ring (requires attunement)

The wearer of this magical ring gains proficiency in one skill, or with one set of tools (your choice upon infusion).

MANY-HANDED POUCH

Prerequisite: 5th level artificer

Item: pouches equal to your Intelligence modifier

These magic pouches all share one interdimensional space with the capacity of a single pouch. Reaching into an infused pouch allows access to this shared storage space. A pouch operates as long as it is within 100 miles of another pouch; the pouch is otherwise empty and won't accept contents.

If the Infusion ends, the items stored in the shared space all move into one of the pouches, determined at random.

RING OF SPELL REFUELING

Prerequisite: 5th level artificer

Item: A ring (requires attunement)

While wearing this magic ring, the wearer can recover can use an action to recover one of their expended spell slots.

The recovered spell slot cannot be higher than 3rd-level. Once used, the ring can't be used again until the next dawn.

SKYFALL HARNESS

Prerequisite: 5th level artificer

Item: a cloak, vest, or harness

This magic harness automatically sizes to fit the wearer, and can be worn over clothing or light armor. It has wing-like fins between your limbs that can slow your fall or allow you to glide. When you fall, and aren't incapacitated, you subtract up to 100 feet from your fall when calculating falling damage, and can move 2 feet horizontally every 1 foot you fall.

WAR GAUNTLET

Prerequisite: 5th level artificer

Item: An armored gauntlet and a martial weapon or shield
You attach either a martial weapon lacking the heavy or two handed properties, or a shield, to the gauntlet. The wearer gains proficiency with the attached item, and it cannot be removed from the gauntlet while this Infusion is active.

COLLAR OF TAMING

Prerequisite: 9th level artificer

Item: a metal circlet or collar

The magic of this collar can tame even the wildest of animals. You, and only you, can control any beast wearing this collar as if it were a trained mount. This collar does not work on beasts with an Intelligence score greater than your own.

At 15th level, this magic collar allows you to control any monstrosity with an Intelligence score lower than your own.

METAMORPHOSIS ARMOR

Prerequisite: 9th level artificer

Item: a suit of armor (requires attunement)

This magic suit of armor has 4 charges. As an action, the wearer can expend a charge to cast the *enlarge/reduce* spell, targeting only themselves, without expending a spell slot or requiring concentration. Expend a charge to cast the spell again ends the effect. This armor regains all charges at dawn.

At 15th level, the user can expend two charges at one time to reduce or grow their size by two size categories.

VAMPIRIC WEAPON

Prerequisite: 9th level artificer

Item: A melee weapon (requires attunement)

When the wielder scores a critical hit with this weapon, the target takes an extra 2d6 necrotic damage, and the wielder gains temporary hit points equal to the necrotic damage. The special properties of this weapon have no effect on undead.

At 15th level, the extra necrotic damage becomes 4d6.

BOOTS OF DESTRUCTION

Prerequisite: 15th level artificer

Item: a pair of boots (requires attunement)

While wearing these magic boots, the wearer can use their action to stomp the ground and cast *destructive wave* without expending a spell slot. Once they do so, they must finish a short or long rest before they can do so again.

MYSTIC ARMAMENT

Prerequisite: 15th level artificer

Item: a melee weapon (requires attunement)

While wielding this magic weapon, the wielder can cast *steel wind strike* without expending a spell slot. They must use this weapon as the spellcasting focus. Once they do so, they must finish a short or long rest before they can do so again.

MYSTIC SHOT

Prerequisite: 15th level artificer

Item: a ranged weapon (requires attunement)

While wielding this magic weapon, the wielder can cast *swift quiver* without expending a spell slot. They must use this weapon as the spellcasting focus. Once they do so, they must finish a short or long rest before they can do so again.





SPECIALIZATIONS

At 1st level, an Alternate Artificer chooses a Specialization. The following options are available to an artificer: Aeronaut, Archivist, Biomancer, Chronothief, Composer, Dungeoneer, Enhanced, Forgewright, Machinist, and Puppeteer.

AERONAUT

The most dangerous Specialization an artificer can pursue is that of the Aeronaut. Constantly carrying out dangerous trials in their pursuit of mechanical flight, these pioneering minds will risk anything to complete the perfect flying machine. No setback or injury can dampen the spirits of a true Aeronaut.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with woodcarver's tools. If you are already proficient with woodcarver's tools, you gain proficiency with another set of artisan's tools of your choice.

SKYFALL HARNESS

When you adopt this Specialization 1st level, you craft for yourself the signature safety harness of an Aeronaut. It is sized to fit you and can be worn over your clothing or light armor. The harness has wing-like fins between your limbs that can slow your fall and allow you to glide. When you fall, and aren't incapacitated, you can subtract up to 100 feet from your fall when calculating any falling damage you may take, and you can move 2 feet horizontally every 1 foot you fall.

AERONAUT SPELLS

Artificer Level Spell

2nd	<i>feather fall, zephyr strike</i> ^{XCtE}
5th	<i>dust devil</i> ^{XCtE} , <i>warding wind</i> ^{XCtE}
9th	<i>fly, wind wall</i>
13th	<i>death ward, summon elemental (air)</i> ^{TCoE}
17th	<i>control winds</i> ^{XCtE} , <i>steel wind strike</i> ^{XCtE}

FLYING MACHINE

Starting at 3rd level, at the end of a long rest, you can use your woodcarver's tools to construct a Flying Machine. You choose the Machine's appearance, but it has no effect on its abilities. Your Flying Machine has the following features:

- It is a magic item that requires attunement, and it can be used as a spellcasting focus for your artificer spells.
- It is built to fit your size, and it attaches to your Skyfall Harness (which is usable with your Flying Machine).
- You gain a flying speed of 15 feet and can hover.

You can only have one Flying Machine. Creating another causes the first to fall into disrepair and become unusable.

As you gain levels in this class, the flying speed granted by your Flying Machine increases: it becomes 20 feet at 5th level, 30 feet at 9th level, and finally 60 feet at 15th level.

EXTRA ATTACK

Your Flying Machine grants you extra maneuverability in combat. Beginning at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

AERIAL MANEUVERS

You have greatly improved the speed of your Flying Machine. Starting at 9th level, while wearing your Flying Machine, you can take the Dash action as a bonus action on your turn.

In addition, while you have your flying machine equipped, you gain a bonus to your Dexterity ability checks and saving throws equal to your Intelligence modifier (minimum of +1).

MASTER AERONAUT

You have become a master of Aeronautical artifice. Beginning at 15th level, when you are wearing your Flying Machine and are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed, and only half damage if you fail.



ARCHIVIST

For centuries chroniclers have sought the best way to store vast amounts of information. While most were satisfied with scrolls, the Archivists looked for something greater. In their research, they learned to store libraries worth of information in objects, awakening the first Artificial Minds. Working with these wondrous Minds, Archivists wield the limitless power of these arcane intelligences to drive their research forward.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with calligrapher's supplies. If you are already proficient with calligrapher's supplies, you gain proficiency with a set of artisan's tools of your choice.

ARTIFICIAL MIND

Beginning at 1st level, you learn to awaken Artificial Minds within objects. At the end of a long rest, you can touch a Tiny, non-magical object with your calligrapher's supplies and awaken an Artificial Mind within it. While the Artificial Mind is within an object, it is considered a magic item that requires attunement, and can be used as a spellcasting focus for your artificer spells. If you awaken a second Artificial Mind, any previous Artificial Mind ceases to exist. While attuned to the Artificial Mind, you gain the benefits listed below:

Magical Telephony. You can communicate telepathically with any creature carrying one of your infused items within a 1-mile radius. The creature can respond telepathically.

Skill Proficiencies. You gain proficiency in two skills of your choice from the column on the Artificial Mind table. The material of the object determines the skills you choose from, as the object's nature affects the mind's knowledge.

ARTIFICIAL MIND MATERIALS

Material	Examples	Skill Proficiencies
Animal	parchment, leather, bone	Animal Handling, Insight Perception, Survival
Mineral	gems, glass, metal, stone	Deception, Intimidation Performance, Persuasion
Plant	paper, wood, vegetable	Arcana, History Nature, Religion

ARCHIVIST SPELLS

Artificer Level Spell

2nd	comprehend languages, dissonant whispers
5th	detect thoughts, mind spike ^{XGE}
9th	hypnotic pattern, tongues
13th	locate creature, phantasmal killer
17th	modify memory, synaptic static ^{XGE}

INFORMATION OVERLOAD

Starting at 3rd level, your Artificial Mind can overload the mind's of your foes by channeling information at them. As an action, you can force a creature you can see within 30 feet to make an Intelligence saving throw. On a failed save, it takes 1d8 psychic damage and disadvantage on the next attack roll it makes before the beginning of your next turn.

As you gain levels in this class, this damage increases: at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ACUTE OVERLOAD

Starting at 5th level, you can expend a spell slot to increase the psychic damage of Information Overload. The damage increases by 2d8 for a 1st-level spell slot, and an additional 1d8 for each spell level higher than 1st-level.

Also, when you deal psychic damage using your Artificial Mind as a spellcasting focus, you gain a bonus to the damage roll equal to your Intelligence modifier (minimum of +1).

IMPROVED CONSCIOUSNESS

The cognitive abilities of your Artificial Mind are powerful enough to aid your spellcasting. Starting at 9th level, when you are forced to make a Constitution saving throw to maintain concentration on a spell, you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

MASTER ARCHIVIST

You are a master of Archivist artifice. Starting at 15th level, you can an action on your to transform into pure information and teleport to an unoccupied space that you can see within 60 feet, or an unoccupied space within 5 feet of a creature or object bearing one of your artificer Infusions.



BIOMANCER

While most artificers are content with mechanical innovation, some see biology, the science of living things, as an area rife with potential. Biomancers are those who use their talents to supplement their own anatomy and create life. Combining necromancy and transmutation magic, Biomancers see all living things as prototypes that can be magically evolved.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with leatherworker's tools. If you are already proficient with leatherworker's tools, you gain proficiency with another set of artisan's tools of your choice.

BIOMANCER GOLEM

You can use the magic of your artifice to create a facsimile of life. At 1st level, you learn the *find familiar* spell and can cast it as a ritual. It counts as an artificer spell for you, but it does not count against your total number of Spells Known. When you cast *find familiar* it has the following changes:

- The material component is 1 pound of organic matter.
- It is a monstrosity (instead of a celestial, fey, or fiend).
- It has additional hit points equal to your artificer level.

In addition, your familiar can heal others by grafting its own flesh onto the creature's wounds. As an action, your familiar can sacrifice any amount of its remaining hit points and touch a willing creature. That creature regains hit points equal to the number of hit points your familiar sacrificed.

BIOMANCER SPELLS

Artificer Level	Spell
2nd	<i>false life, find familiar</i>
5th	<i>alter self, spider climb</i>
9th	<i>haste, life transference</i>
13th	<i>blight, polymorph</i>
17th	<i>reincarnate, skill empowerment</i>

MODULAR BIOLOGY

Beginning at 3rd level, you use your knowledge of arcane biology to enhance your physical form. At the end of each long rest, choose one of the body modifications listed below, the benefits of which last until the end of your next long rest.

Amphibious Physiology. You develop gills and webbing between your digits. You can breathe both air and water, and you gain a swimming speed equal to your movement speed.

Bestial Senses. You enhance your sense of hearing and smell to rival wild beasts. You are considered proficient in Perception if you were not already, and you gain a bonus to Wisdom (Perception) checks that rely on hearing or smell equal to your Intelligence modifier (minimum of +1).

Resilient Hide. Your flesh becomes thick and knotted. While not wearing any armor, your Armor Class is equal to 10 + your Intelligence modifier + your Constitution modifier.

Vestigial Limb. You grow an additional limb resembling a smaller version of your other limbs. It has a reach of 5 feet, and it can lift a number of pounds equal to your Intelligence score. The limb cannot use weapons or shields nor can it do anything that requires manual precision, such as using tools.



AUGMENTED FLESH

Starting at 5th level, you can merge with your Biomancer Golem to enhance your abilities. As an action, you can touch your Golem and merge with it, gaining the following benefits:

- You gain temporary hit points equal to your Biomancer Golem's remaining hit points + your Intelligence modifier.
- Your movement speed increases by 10 feet.
- You can use Intelligence, in place of Strength, for Strength attack rolls, damage rolls, ability checks, or saving throws.
- You can attack twice, rather than once, whenever you take the Attack action on your turn.
- As a bonus action, you can expend a spell slot to gain temporary hit points equal to five times the slots level.

You remain merged with your Golem until your temporary hit points from this feature are depleted, at which point your Golem is destroyed and you return to your normal form.

STRANGE EVOLUTION

You have permanently altered your own physiology. At 9th level, your movement speed increases by 10 feet, and you can modify yourself with two Modular Biology features at once.

When you reach 15th level in this class, you can modify yourself with any three Modular Biology features at once.

MASTER BIOMANCER

You are a master amongst Biomancer artificers. Starting at 15th level, whenever you target a creature with one of your Biomancer Spells, you can choose to grant one target of the spell temporary hit points equal to your artificer level.

In addition, when merged with your Biomancer Golem, you are resistant to bludgeoning, piercing, and slashing damage.



CHRONOTHIEF

For those that pursue the magic of artifice, no area of study is too dangerous. Perhaps against their better judgment, some artificers choose to experiment with Chronomancy, the magic of time. Known as Chronothieves, these bold artificers are marked by their signature Chronometers, a wondrous object which they use to steal moments and adjust the flow of time.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with jeweler's tools. If you are already proficient with jeweler's tools, you instead gain proficiency with another set of artisan's tools of your choice.

CHRONOMETER

When you adopt this Specialization at 3rd level, you learn the delicate art of constructing a Chronometer, which appears as a Tiny watch or another timekeeping device of your choice. At the end of a long rest, you can use jeweler's tools to construct a Chronometer, which you can use as a spellcasting focus.

You can only have one Chronometer. Creating another causes the first to fall into disrepair and become unusable.

Your Chronometer has a maximum number of charges equal to twice your Intelligence modifier (minimum of 2). It regains all expended charges each time you finish a long rest. While holding your Chronometer in hand, you can expend a charge to use one of the abilities from the list below:

Accelerate. As a bonus action, you can increase the movement speed of a creature that you can see within 60 feet by a number of feet equal to 5 times your Intelligence modifier (minimum of 5 feet) until the beginning of your next turn.

Decelerate. As a bonus action, you can force a creature you can see within 60 feet to make a Charisma saving throw. On a failed save, the creature's movement speed is reduced by a number of feet equal to 5 times your Intelligence modifier (minimum of 5 feet) until the beginning of your next turn.

CHRONOTHIEF SPELLS

Artificer Level	Spell
3rd	<i>expeditious retreat, featherfall</i>
5th	<i>hold person, misty step</i>
9th	<i>haste, slow</i>
13th	<i>banishment, dimension door</i>
17th	<i>hold monster, modify memory</i>

IMPROVED CHRONOMETER

You have come to a deeper understanding of chronomancy magic, enhancing Chronometer. At 3rd level, you can spend a charge of your Chronometer to use the following abilities:

Rush. When you roll initiative and aren't surprised, you can replace the d20 for your initiative roll with your artificer level.

Slip. When a creature you can see within 60 feet makes an attack roll, ability check, or saving throw, you can force them to re-roll as a reaction. You can use this reaction after the creature rolls, but before you know if they succeed or fail.

Warp. As a bonus action, you can switch places with a creature you can see within 60 feet, each instantly teleporting to the other's space. Unwilling creatures must succeed on a Charisma saving throw or be forced to switch places.



STOLEN MOMENTS

You have improved your Chronometer so that you can literally save moments in time for later. Beginning at 5th level, when you successfully paralyze, stun, or reduce a creature's movement speed to 0 with a spell or Chronotheif ability, your Chronometer regains 1d4 of its expended charges.

Additionally, at the end of a short rest, you can choose to forgo all the benefits you'd gain from that short rest and cause your Chronometer to regain all expended charges.

EMPOWERED CHRONOMANCY

Your understanding and control over the magic of time has greatly increased. Upon reaching 9th level in this class, the magic of your Chronometer improves in the following ways:

Accelerate. Opportunity attacks against the target creature have disadvantage until the end of their next turn.

Decelerate. You can spend an additional charge to double the movement speed reduction. If this feature reduces a target's speed to 0, it must succeed on a Constitution saving throw or be stunned until the end of its next turn.

Rush. You also gain a bonus to your initiative roll equal to your Intelligence modifier (minimum of +1).

Slip. You can spend two charges to use this reaction after you know the result of the triggering roll.

Warp. You can spend additional charges to increase the range by an additional 30 feet for each charge you expend.

MASTER CHRONOTHIEF

You have become a master Chronothief. Beginning at 15th level, you can use an action to overload your Chronometer, expending any remaining charges, to cast *time stop*.

Once you cast *time stop* in this way, you must finish a long rest before you can do so again.

CHRONOTHEIVES & DUNAMANCY MAGIC

If your table uses the Dunamancy magic found in *Explorer's Guide to Wildemount*, a Chronothief can choose to use time related Dunamancy spells, in place of the list of Chronothief Spells above.





COMPOSER

Behind every great musician, every standing ovation, every sold out concert, there is most often Composer who put quill to parchment and penned the notes. These great minds are unlike other bards and entertainers, Composers take a more cerebral approach to music. They are masters of patterns and repetition, and when they apply their analytical minds to a problem it is only a matter of time before they find a solution.

The signature invention of every Composer is their Musical Apparatus, a totally unique invention of their own design that allows them to produce wondrous musical effects.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with smith's tools and one musical instrument of your choice. If you're already proficient with smith's tools, you instead gain proficiency with another set of artisan's tools of your choice.

MUSICAL APPARATUS

At 1st level, you create a signature musical instrument. At the end of a long rest, you can use your smith's tools to create a Musical Apparatus. You are proficient with this Apparatus and it can be used as a spellcasting focus by you. When you make an ability check with your Musical Apparatus, you can add double your proficiency bonus to the result of your roll.

You can only maintain one Apparatus at a time. If you create a second, the previous Apparatus becomes unusable.

COMPOSER SPELLS

Artificer Level	Spell
2nd	<i>charm person, thunderwave</i>
5th	<i>shatter, silence</i>
9th	<i>beacon of hope, fear</i>
13th	<i>charm monster</i> ^{XGtE} , <i>dominate beast</i>
17th	<i>destructive wave, dominate person</i>

MUSICAL SAVANT

Starting at 3rd level, if you spend at least 1 minute practicing with a musical instrument, you are considered proficient with that instrument until the end of your next long rest.

At 9th level, you add double your proficiency bonus to any ability check you make with a musical instrument.

WEAPONIZED APPARATUS

At 3rd level, you learn to weaponize your Musical Apparatus. At the end of each long rest, choose one of the options below:

Raucous Blast. Your Apparatus can assault creatures with blasts of sound. As an action, make a spell attack against a creature within 60 feet that can hear you. On hit, it takes 1d8 thunder damage and is deafened until the start of your next turn. The damage increases by 1d8 at 5th level (2d8), and again at 11th level (3d8), and 17th level (4d8).

Ringing Strike. Your Apparatus is a simple weapon with the versatile property, and it deals 1d8 (1d10) bludgeoning damage on hit. You are considered proficient with it, and you can use your Intelligence, in place of Strength, for attack and damage rolls. You also learn the *booming blade* ^{XGtE} cantrip, but you must use your Apparatus as the material component.

THUNDEROUS NOTE

Beginning at 5th level, when you damage a creature with your Apparatus, you can expend a spell slot to knock a Large or smaller target back with a thunderous burst of sound. The creature is knocked back 10 feet for a 1st-level spell slot, and an additional 10 feet for each spell level higher than 1st-level.

Also, when you deal thunder damage you can add your Intelligence modifier (minimum of +1) to the damage roll.

RESONANT FREQUENCY

Starting at 9th level, you can use your action to play a note on your Apparatus that causes creature of your choice within 10 feet resonates with undetectable vibrations for 1 hour. The next time that creature is hit with a melee attack, the attacker must make a Constitution saving throw. On a failure, it takes 2d8 thunder damage and can't take reactions until the start of its next turn. On a success, the attacker takes half damage.

You may use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

MASTER COMPOSER

You have mastered the theory and applications of musical. Beginning at 15th level, you gain the following benefits:

- You are immune to thunder damage and being deafened.
- Your Musical Apparatus gains both Weaponized effects.
- Your Thunderous Note feature can effect Huge or smaller creatures. Large or smaller creatures that fail the saving throw fall prone at the end of their forced movement.
- The damage of Resonant Frequency becomes to 4d8.



DUNGEONEER

While most artificers focus on developing a single invention, Dungeoneers use their ingenuity to weaponize the mundane. They use basic adventuring gear to construct defensive traps, puzzles, and structures that can repel all but the most hardy adventurers and monsters. Dungeoneers will set out for an adventure to analyze the traps that guard tombs and temples.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with carpenter's and mason's tools. If you are already proficient with either set of tools, you gain proficiency with a set of artisan's tools of your choice.

You also gain proficiency with improvised weapons, and can use your Intelligence, in place of Strength or Dexterity, for your attack and damage rolls with improvised weapons. Dungeoneers are known for using strange combinations of mundane supplies to build strange and dangerous weapons.

DUNGEONEER SPELLS

Artificer Level	Spell
2nd	<i>alarm, unseen servant</i>
5th	<i>arcane lock, knock</i>
9th	<i>glyph of warding, tiny hut</i>
13th	<i>guardian of faith, resilient sphere</i>
17th	<i>passwall, wall of stone</i>

DUNGEONCRAFT

At 3rd level, you learn to craft the mundane gear that makes up your signature artifice. At the end of a long rest, you craft a number of objects from the Dungeoncraft Objects table equal to your Intelligence modifier (minimum of 1). They appear as mundane versions of those objects, but they turn to ash the end of your next long rest. You can also craft normal versions of your Dungeoncraft Objects in one quarter of the time.

If an object you craft with this feature forces a creature to make a saving throw, they use your artificer Spell Save DC.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

ARCANE IMPROVISATION

Starting at 9th level, your improvised weapon attacks and Dungeoncraft Objects are considered magical for the sake of overcoming resistance and immunity to non-magical attacks.

In addition, you can cast each of your Dungeoneer Spells once without providing their material components. Once you do so, you must provide the material components of the spell each subsequent time you cast it, until you finish a long rest.

MASTER DUNGEONEER

You are a master of Dungeoneering. Starting at 15th level, creatures have disadvantage on saving throws they make against Dungeoncraft Objects and Dungeoneer spells.

You also learn to cast a ritual version of both *passwall* and *wall of stone*. They count as artificer spells for you, and when you cast them as a ritual you don't need to expend a spell slot, but the casting time is 1 hour. The structures you create with these spells becomes permanent at the end of the ritual.

When you learn *passwall* and *wall of stone* as Dungeoneer Spells at 17th level, you can cast them normally or as a ritual.

DUNGEONCRAFT OBJECTS

acid (1 vial)	ladder (10 feet)
alchemist's fire (1 flask)	lock and key
ball bearings (1,000)	manacles and key
block and tackle	oil (1 flask)
caltrops (200)	pitons (10)
chain (25 feet)	portable ram
crowbar	rope (50 feet)
grappling hook	sledge hammer
hunting trap	torches (5)



ENHANCED

Where most artificers develop objects of wondrous power, those known as Enhanced bring their great intellect to bear modifying their own bodies. They replace and improve their own limbs with arcane enhancements, forever striving to create a more perfect self. Enhanced artificers are known for their impressive, and deadly, combat Enhancements.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with smith's tools and heavy armor. If you are already proficient with smith's tools, you gain proficiency with a set of artisan's tools of your choice.

ENHANCEMENTS

When you adopt this Specialty, you learn to modify your body. At 1st level, you gain one Enhancement of your choice from the list below. These Enhancements can be attached in place of a missing body part to replace it, or over a body part.

When you gain a level in this class you can switch your modification out for another modification of your choice.

As you gain artificer levels, you can have additional body modifications at once: at 5th (2), 9th (3), and 15th level (4).

Mobile Enhancement. You modify one of your legs. You can take the Dash action as a bonus action on your turn.

Nimble Enhancement. You modify one of your hands. You can add your Intelligence modifier (minimum of +1) to any Dexterity checks you make that involve your modified hand.

Power Enhancement. You modify one of your arms. You can add your Intelligence modifier (minimum of +1) to any Strength checks you make that involve your modified arm.

Visual Enhancement. You modify one of your eyes. You can add your Intelligence modifier (minimum of +1) to any checks you make that rely on your modified sense of sight.

ENHANCED SPELLS

Artificer Level Spell

3rd	<i>expeditious retreat, thunderous smite</i>
5th	<i>alter self, spider climb</i>
9th	<i>blinding smite, haste</i>
13th	<i>freedom of movement, greater invisibility</i>
17th	<i>banishing smite, skill empowerment</i>

BLADE ENHANCEMENT

At 3rd level, you modify one of your arms to bear a hidden blade. It is a simple melee weapon with the finesse property, and deals slashing damage equal to 1d10 + your Strength modifier on hit. It also has the following properties:

- It is completely concealed within your arm unless you use a bonus action to activate, or retract, your blade.
- It can bear one Infusion meant for a melee weapon.
- When activated, the blade replaces your hand and can be used as a spellcasting focus for your artificer spells.
- You can use your Intelligence, in place of your Strength or Dexterity, for the attack and damage rolls of your blade.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.



SELF-INFUSIONS

Also at 5th level, you learn to imbue your modified body parts with Infusions. Each Enhancement can bear a single Infusion normally meant for following items: Mobile (boots, slippers), Nimble (gauntlets), Power (armor), Visual (helm, goggles).

Also, your blade attacks count as magical for the sake of overcoming resistance and immunity to non-magical attacks.

IMPROVED ENHANCEMENTS

You have made great strides in improving your own body. At 9th level, your number of Infusions Known increases by 1, but this additional Infusion must be applied to an Enhancement.

The damage of your blade attacks also becomes 2d10.

MASTERWORK ENHANCEMENT

Your Enhancements have elevated your body to a new level of being. At 15th level, choose one Enhancement to become a Masterwork Enhancement, granting you additional benefits.

Each time you finish a long rest, you can replace your Masterwork Enhancement with another of your choice.

Blade Masterwork. Your Blade Enhancement weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

Mobile Masterwork. When you take the Dash action you are immune to opportunity attacks and you can move along vertical surfaces and liquids without falling during the move.

Nimble Masterwork. When you make a Dexterity saving throw to take half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Power Masterwork. When you make a Strength check with your modified arm, you treat a roll of 9 or lower as a 10.

Visual Masterwork. When you make a check that relies on your sense of sight, you treat a roll of 9 or lower as a 10.





FORGEWRIGHT

While most artificers are primarily inventors that take up a life of adventure to test experiments in the field, those known as Forgewrights seek out battle for its own sake. Reveling in the thrill of combat, they combine their innovation with their skill as warriors to forge their signature Arcane Armament.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with martial weapons and smith's tools. If you're already proficient with smith's tools, you gain proficiency with another set of artisan's tools.

ARCANE ARMAMENT

Beginning at 1st level, when you finish a long rest, you can transform one melee weapon you touch into your Arcane Armament. While wielding it, you gain the benefits below.

You can only have one Arcane Armament at a time, and enchanting a second causes the magic of the first to end.

- You can use your Intelligence, in place of Strength or Dexterity, for attack and damage rolls with the weapon.
- The weapon is considered magical if it was not already, and you gain a +1 bonus to attack and damage rolls with it, unless the base weapon granted a higher bonus.

FORGEWRIGHT SPELLS

Artificer Level Spell

2nd	<i>compelled duel, zephyr strike</i> ^{XGE}
5th	<i>cloud of daggers, misty step</i>
9th	<i>blinding smite, conjure barrage</i>
13th	<i>fire shield, staggering smite</i>
17th	<i>conjure volley, steel wind strike</i> ^{XGE}

FORGE OF WAR

Upon reaching 3rd level, your Arcane Armament gains the thrown property with a normal range of 20 feet, and a long range of 60 feet. It also gains the returning property, and instantly returns to your hand after every ranged attack.

Your Armament can also bear one Infusion, unless it was already a magic item before becoming your Armament.

EXTRA ATTACK

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

ARCANE JOLT

You can channel powerful magic into your strikes. Starting at 9th level, when you hit a target with your Arcane Armament you can deal an additional 2d6 force damage to the target. You can expend a spell slot to increase this damage by 1d6 per level of the spell slot you expend, to a maximum of 6d6.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

IMPROVED ARMAMENT

At 9th level, your Arcane Armament's bonus to attack and damage rolls becomes a +2 unless it has a higher bonus.

When you reach 15th level, this bonus becomes +3.

MASTER FORGEWRIGHT

Starting at 15th level, you can extend the power within your Arcane Armament to your allies. As an action, choose a number of weapons equal to your Intelligence modifier (minimum of 1) within 30 feet. For the next minute these weapons deal an additional 1d6 force damage on hit.

You can use this feature once per long rest, unless you spend a spell slot of 3rd level or higher to use it again.



MACHINIST

While some artificers spend their lives perfection one solitary creation, Machinist artificer value quantity over quality. They are known for creating their signature Automatons, small clockwork men that are created for a single, but temporary purpose. Armed with their tools, and an army of strange and wondrous servants, Machinists are ready for any challenge.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with smith's tools. If you already proficient in smith's tools, you gain proficiency with another set of artisan's tools of your choice.

AUTOMATONS

At 1st level, you learn to craft Automatons. At the end of each long rest, you use your smith's tools to magically create a Small Automaton in an unoccupied space within 5 feet. Once you create an Automaton, you can't do so again until you finish a long rest or until you expend a spell slot of 1st-level or higher to create another one. You can have one Automaton at a time, creating a second causes the first to fall apart.

Automatons are magical constructs with an Armor Class equal to 12 + your Intelligence modifier, and hit points equal to your artificer level + your Intelligence modifier. When they make an ability check or a saving throw, its ability scores are 10 (+0). If *mending* is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 1 hour.

When you create an Automaton, it gains the abilities of the Agent Model from the Automaton Model Table. As a bonus action on your turn, you can activate the Automaton if you are within 60 feet. As part that bonus action, you can direct the Automaton to walk up to 25 feet to an unoccupied space.

MACHINIST SPELLS

Artificer Level Spell

3rd	<i>color spray, unseen servant</i>
5th	<i>cloud of daggers, cordon of arrows</i>
9th	<i>spirit guardians, tiny servant</i> ^{XGE}
13th	<i>faithful hound, summon construct</i> ^{TCoE}
17th	<i>animate objects, awaken</i>

INNOVATIVE MODELS

Starting at 3rd level, when you create you Automaton, you can choose any Model from the Automaton Model Table

ARCANE CONDUIT

Beginning at 5th level, you learn to channel magic through your Automatons. When you cast an artificer spell, you can choose for the spell to originate from an Automaton, instead of yourself so long as you are within 60 feet of it.

When you cast a spell in this way, you roll a d8, and add the number rolled to one damage, or healing, roll of the spell.

AUTOMATED ARMY

You can create and control Automatons even more efficiently. Starting at 5th level, you can control up to two Automatons at one time, and at the end of each long rest you can create two Automatons of your choice, without expending a spell slot. You can activate all Automatons as one bonus action.



EFFICIENT PRODUCTION

Starting at 9th level, when you expend an artificer spell slot to create an Automaton, you create a number of Automatons equal to the level of the spell slot expended. You cannot use this feature to exceed your maximum number of Automatons.

MASTER MACHINIST

You have become a master amongst Machinists. Beginning at 15th level, you can control up to three Automatons at one time, and at the end of each long rest you can create three Automatons of your choice, without expending a spell slot.

Also, when you are forced to make a saving throw or are hit by an attack, you can use your reaction to switch places with one of your Automatons within 60 feet. The Automaton then becomes the target of the attack or saving throw.

AUTOMATON MODEL TABLE

Model	Activation
Agent	You can see and hear through the senses of your Automaton, so long as you are within 100 feet. You are deaf and blind to your senses until you end this link as a bonus action.
Anchor	The Automaton latches onto a creature within 5 feet, reducing the target's movement speed by a number of feet equal to 5 times your Intelligence modifier (minimum of 5 feet).
Armor	The Automaton attaches itself to a willing creature within 5 feet. While attached, the creature's Armor Class cannot be less than 13 + your Intelligence modifier
Artisan	The Automaton gains proficiency in one set of tools, and adds your Intelligence modifier to any check it makes using that set of tools.
Assault	The Automaton makes a melee spell attack against a creature within 5 feet. On hit, it deals bludgeoning damage equal to 1d6 + your Intelligence modifier





PUPPETEER

Though all artificers have their quirks, Puppeteers tend to be the strangest subset of arcane inventors. They dedicate their research and intellect towards mastery of manipulation and control of other creatures through the use of their Marionette Strings. Often found literally pulling the strings from behind the scenes, these strange artificers prefer to empower their allies rather than risk their own lives on the front lines.

TOOLS OF THE TRADE

At 3rd level, you gain proficiency with weaver's tools. If you are already proficient with weaver's tools, you instead gain proficiency with another set of artisan's tools of your choice.

ARCANE THREADS

When you adopt this Specialization at 1st level, you learn to manipulate threads with arcane magic. You learn the *thorn whip* cantrip, and it counts as an artificer spell for you. When you cast *thorn whip* it has the following changes:

- You must use your weaver's tools as the spellcasting focus.
- You can choose for the spell not to damage a creature.
- You can target an object in place of a creature. If the object is smaller than you, and is not being worn or carried, it is pulled up to 30 feet toward you. If the object is larger than you, you can pull yourself up to 30 feet toward the object.

PUPPETEER SPELLS

Artificer Level	Spell
3rd	<i>ensnaring strike, entangle</i>
5th	<i>crown of madness, hold person</i>
9th	<i>hypnotic pattern, slow</i>
13th	<i>dominate beast, grasping vine</i>
17th	<i>dominate person, hold monster</i>

MARIONETTE STRINGS

At 3rd level, you learn to fashion the Marionette Strings that mark you as a Puppeteer. At the end of each long rest, you can use your weaver's tools to construct a set of Marionette Strings, usable only by you. As an action, you can cause your Strings to fly out and magically attach to a willing creature within 30 feet. You must have a free hand to use your Strings.

While a creature is attached to your Strings, you gain the features listed below. Your Marionette Strings detach after 1 minute, if you use a bonus action to detach them, or if you and the attached creature are ever more than 30 feet apart.

You can attach your Marionette Strings a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Corrected Strike. When the attached creature makes a melee attack, you can use your reaction to have them re-roll their attack roll, and they must use the new roll. You must use this reaction before you know if the attack hits or misses.

Channel Spell. As an action on your turn, you can cast an artificer spell as if it originated from the attached creature. If the spell requires concentration, you must concentrate on it.

Strands of Guidance. When the attached creature makes an ability check using a skill that you are proficient in, they add your Intelligence modifier (minimum of +1) to their roll.

Strange Movement. As a bonus action on your turn, you can move the attached creature a number of feet equal to 5 times your Intelligence modifier (minimum of 5 feet). This movement does not provoke opportunity attacks.

STRANGE STRIKES

The control you can exert through your Marionette Strings has grown. Beginning at 5th level, when the creature attached to your Marionette Strings makes an attack, you can use your reaction to cause them to make one additional attack.

Additionally, when a creature attached to your Strings hits a creature with a melee attack, you can expend a spell slot to empower their attack. Their attack deals an additional 2d6 force damage for a 1st-level spell slot, and an additional 1d6 force damage for each spell slot level above 1st.

NIMBLE FINGERS

Your ability to control and amplify the abilities of others has grown. Starting at 9th level, you can have up to two creatures attached to separate Marionette Strings at once. You must have a free hand to control each of these creatures. The two creatures can be any distance apart from each other, so long as they each remain within the range of your Strings.

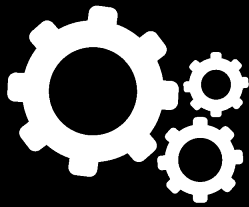
In addition, the length of your Marionette Strings, and the range of your Puppeteer abilities becomes 60 feet.

MASTER PUPPETEER

You have become a master amongst Puppeteer artificers. Starting at 15th level, you can use an action on your turn to cast the *Irresistible Dance* spell, without expending a spell slot, or requiring your concentration. You can only have once instance of this spell active at a time. When a creature makes a saving throw to resist the spell, you can expend a use of your Marionette Strings to impose disadvantage.

Once you cast *Irresistible Dance* in this way, you must finish a long rest before you can do so again, or expend a use of your Marionette Strings ability to use this ability again.





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